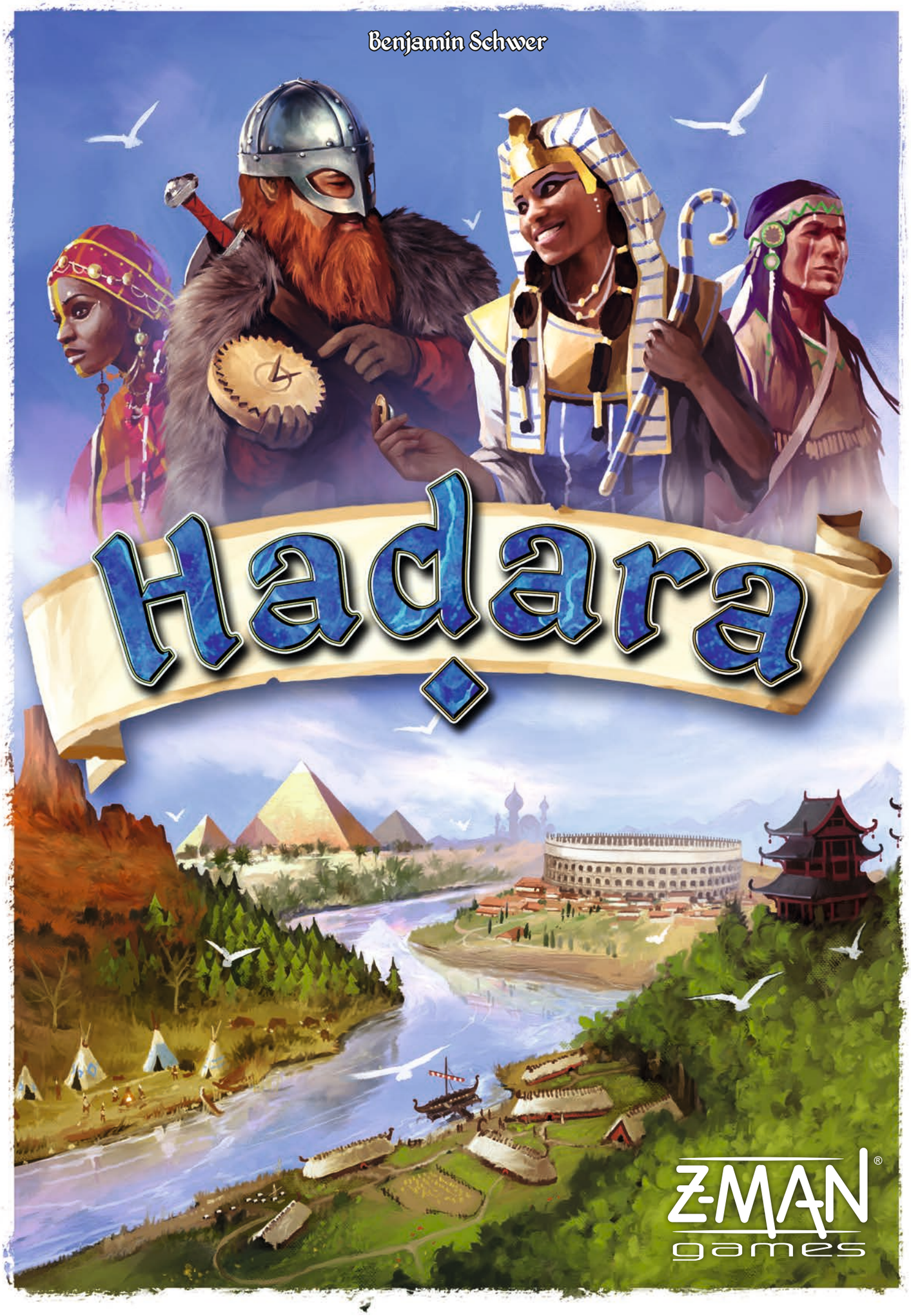

Benjamin Schwer
Hadara
Z-MAN
games

Components and Communal Setup

Contents

- 162 Epoch Cards
- 5 Setup Cards
- 5 Reference Sheets
- 20 Wooden Markers (5 per color)
- 62 Coins *(34 1-value, 18 5-value, and 10 10-value)*
- 40 Bonus Tiles (10 per color)
- 48 10-value Markers
- 25 Colonies
- 10 Gold Medals
- 5 Player Boards
- 1 Game Board (5 interlocking segments and wheel)
- 1 Score Pad
- This Rulebook

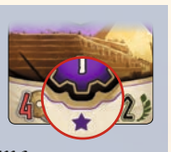
First game setup: *When setting up the game for the first time, you will need to attach the wheel to the game board. See "Wheel Assembly" on page 11 for instructions.*

1 Connect the 5 segments of the board together in any order and place the board in the middle of the table.

2 Separate the **epoch cards** based on the number on the card backs (I, II, or III), then set aside the epoch II and III cards. Separate the epoch I cards into 5 decks by color, shuffle each deck, then place **2 cards of each color per player** facedown on the corresponding inner spaces of the board. Return the remaining epoch I cards to the box.

Whenever a rule refers to "cards," it refers to epoch cards, unless otherwise noted.

For the basic game, return the purple cards with stars (★) at the bottom of the card to the box. These cards are used for the advanced game.



3 Separate the **25 colonies** by the values shown in the bottom-left (3 9 15 21 30) shuffle the 5 piles separately, then place **1 colony per player** from each pile next to the board. Place each colony with the side showing coins faceup, in a stack with the other colonies showing the same value, without looking at the reverse side. Return any remaining colonies to the box without looking at them.

4 Place the **coins** and the **10-value markers** next to the game board. There are coins in denominations of 1, 5 and 10. You can make change at any time, and coins are not component-limited.

Set aside the **score pad.**

Player Setup

Give each player a **player board**. Shuffle the **setup cards** and deal 1 to each player, returning unused setup cards to the box.

For the basic game, use side A of the setup cards. For the advanced game, each player independently chooses which side to use.

Give each player the following additional components, returning unused components to the box:

- **1 reference sheet**
- **8 bonus tiles (2 per color)**
- **2 gold medals**
- **4 wooden markers (1 per color)**

Setting up the Player Board

Anatomy of a Setup Card

Coins
Gain coins from the supply equal to the value on your setup card. *This setup card gives you 8 coins.*

Initiative Value
Initiative determines who will be the first player during the game. *This setup card gives you an initiative of 2.*
See page 4 for more information.

Track Values
There are 4 tracks in the game: Income, Military, Culture, and Food.
Place your wooden markers on the space on each track corresponding to the value on your setup card.
This setup card gives you initial values of 2 income, 1 military, 3 culture, and 4 food.

Introduction

In ***Hadara*** (Arabic for *civilization* and *culture*), it's your chance to make history. Over three epochs, guide the growth of your civilization as new ideas emerge; take great strides forward in the many fields of human achievement to build an empire more glorious than any other. Skilled artisans, philosophers, warriors, and architects from various cultures bring their genius to aid you in your endeavors, but it rests with you to choose the best citizens to build your strength and prestige.

Playing the Game

Hadara is played over 3 **epochs**. Each epoch is separated into 2 **phases**.

During **phase A**, each player draws cards from a different deck, based on the wheel on the board, until each player has drawn from each deck. During **phase B**, players take turns choosing cards from the discard piles one at a time until there are no cards remaining on the board.

The cards you choose during both phases will allow you to increase your income, claim colonies, complete statues, feed your populace, or collect points.

After 3 epochs, the game ends, and players resolve final scoring, and the player with the most points wins!

Anatomy of an Epoch Card

Card color and epoch
Epochs I–III, in blue, green, yellow, red, and purple; each color also has a corresponding symbol.
This card is a blue epoch I card.

Cost
You must pay this many coins to buy this card. *This card costs 3 coins to buy,*
Note: *Red numbers indicate a cost.*

Values
Most cards will add to one or more of your four tracks (, , and) when bought.
This card gives you 2 culture and 1 food.

Points
You score this many points during final scoring for having this card.
You score 2 points from this card.

Effect
Some purple cards have special effects instead of values.
See page 12 for a summary of the purple card effects.

Phases of an Epoch

See the reference sheet for an overview of the epoch structure.

Phase A

Phase A follows these steps:

Determine the first player and set the wheel

During epoch I, the player with the **lowest-value initiative** on their setup card is the first player. During epoch II, the player with the **second-lowest initiative** on their setup card is the first player. During epoch III, the player with the **third-lowest initiative** on their setup card is the first player. At the beginning of epoch I, give 1 coin from the supply to each player who **will not be the first player** at any point during the game.

This is possible only in a 4 or 5-player game.

2-player Game: During a 2-player game, the player with the lowest initiative will be the first player during epochs I and III. Give the other player 1 coin at the beginning of epoch I.

The first player sets the wheel on the board such that **each player icon points to a deck**.

Example: *You set the wheel such that each player icon points to a deck.*

Draw 2 facedown cards and buy or sell a card

All players resolve this step simultaneously.

Draw 2 cards from the deck your player icon is pointing at.

Example: *Your icon (monkey) is pointing at the red deck. You draw 2 cards from the red deck.*

Next, choose 1 of the 2 cards and place it faceup in the discard pile of the deck you drew it from *(1)*. Finally, you can either buy *(2a)* or sell *(2b)* the remaining card.

You cannot choose to discard both cards, buy both cards, or sell both cards.

(1) Discard 1 card to the discard pile

Place 1 of the 2 cards faceup in the discard pile of the corresponding color.

Example: *You would discard this red card to the red discard pile.*

(2a) Buy 1 card

You can buy a card by paying its cost in coins, returning the coins to the supply. The cost to buy a card is reduced based on the number of cards of its color you already have. *See "Reducing the cost of cards" below.*

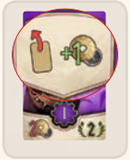
You can find the range of cost for cards by epoch on the back of your reference sheet.

Once you have paid for a card, place it below your player board under the corresponding color. Place cards of the same color on top of each other such that you can see the values on each of them.

Most cards have values that add to one or more of your tracks. When you buy a card, move the markers on your tracks up based on the value(s) on the card.

You can check the values on your cards and tiles at any time to ensure that your markers are correct.

Purple cards can have either values or effects. If the card you bought has an effect, then that effect becomes available for you to use as soon as you buy it. *See page 12 for a summary of the purple card effects.*



Tracking values past 10

If one of your tracks would increase past 10, add a 10-value marker +10 from the supply to the end of the corresponding track, then continue tracking the value from 1.

Reducing the cost of buying cards

The cost to buy a card is reduced by 1 for each card of that color you already have, to a minimum of 0.

Example: *The cost of this card (5) is reduced by 2 for you, because you already have 2 blue cards. You need to pay only 3 coins to buy it.*

(2b) Sell 1 card

You can choose to sell a card instead of buying it. To sell a card, place it facedown in a pile next to the board (**not in the color discard piles**). Cards that are sold are out of the game. Then, you gain coins from the supply as indicated on the back of the card:

- **Epoch I:** 2 coins
- **Epoch II:** 3 coins
- **Epoch III:** 4 coins

Example: *You sell this card and add it to the facedown pile next to the board.*

Because it is an epoch I card, you gain 2 coins.

Turn the Wheel

After each player has drawn from the deck their icon is pointing at, rotate the wheel clockwise so that each player icon is pointing at the next clockwise deck. Each player draws 2 more cards from the new deck their icon points at and chooses 1 to discard and 1 to buy or sell. Continue turning the wheel and drawing cards until there are no facedown cards left on the board. In this way, during each phase A of the game, each player draws 2 cards from each deck each epoch.

Example: *Your player icon (monkey) is pointing to the red deck before turning the wheel. After turning, it will point to the yellow deck.*

After the end of phase A, players resolve the following steps in order:

Income

Each player gains coins from the supply equal to their income track value.

Example: *You have an income track value of 12, so you gain 12 coins.*

Take a Colony

Starting with the first player and continuing clockwise, each player can take 1 colony that they fulfill the requirement for, either by **plundering** it or by **integrating** it. To fulfill a colony's requirement, the value on your military track must be equal to or greater than the value in the bottom-left corner of the colony.

Anatomy of a Colony

Plundering/Integrating
You gain coins for plundering (3) or pay coins for integrating (1). See page 7 for details.

Requirement
You must have at least this value on your military track (3).

Points
You score this many points during final scoring (2). Some colonies have more points on the reverse side.

Reverse Side
Values *(1 income and 1 military)*

Points

You never lose a colony, even if your military track is reduced below the requirement (see "Feed Your People" on page 8).

- You can take only 1 colony during each "Take a Colony" step.
- You can take only 1 colony for each requirement level (3 9 15 21 30).
- You can take colonies in any order, as long as you fulfill the requirements.

Plundering and Integrating

When you take a colony, place it to the left of your player board without looking at its reverse side. Then choose to either **plunder** or **integrate** the colony.

If you plunder the colony, you gain the number of coins shown in green, and do not flip the colony over. If you integrate the colony, you instead pay the number of coins shown in red and flip the colony over, increasing your tracks based on the values on the reverse side.

You **cannot** look at the back of a colony before flipping it, and you **cannot** reverse your decision to plunder or integrate a colony.

Example: *Your military value is 19, so you can take this colony with a requirement of 15. You choose to plunder the colony and gain 5 coins. You will score 8 points for this colony during final scoring.*

Example: *Your military value is 12, so you can take this colony with a requirement of 9 . You choose to integrate the colony, paying 1 coin, and turn the colony over to increase your tracks by the values on the reverse side: in this case, you increase your military track value by 2 and your culture track value by 1. You will score 5 points for this colony during final scoring.*

Carve a Statue

Starting with the first player and continuing clockwise, each player can carve 1 statue that they fulfill the requirement for.

Anatomy of a Statue

Requirement
You must have at least this value on your culture track (6).

Points
You score this many points (4) during final scoring, in addition to any points gained from the bonus tile placed to carve this statue.

Bonus Tile Space
You will place 1 bonus tile on this space, gaining the corresponding bonus.

When you carve a statue, place 1 of your unused bonus tiles on your player board on the space corresponding to the statue that you just carved. You choose to either place the tile faceup, showing one of the four tracks (, , , or), or facedown showing points ( ).

You gain a bonus based on how you place the tile:

Faceup: You increase the corresponding track by the value indicated to the left of the bonus tile space.

Facedown: During final scoring, you score points equal to the value indicated to the left of the bonus tile space, in addition to the points from the statue itself.

You never lose a statue, even if your culture track is reduced below the requirement (see "Feed Your People" on page 8).

Example: *Your culture value is 13. You want to carve the 12 statue. You place a yellow bonus tile on the corresponding space, and immediately increase your income track value by 3.*

Example: *Your culture value is 20. You want to carve the 20 statue. You place a red bonus tile , but place it facedown showing the points side . During final scoring, you will score 4 points in addition to the normal 14 points for carving this statue.*

- You can carve only 1 statue during each "Carve a Statue" step.
- You can carve each statue only once.
- You can carve statues in any order, as long as you fulfill the requirements.
- You cannot move or flip bonus tiles on carved statues.

After carving statues, phase A ends and phase B begins.

Phase B

Take a Faceup Card

Starting with the first player and continuing clockwise, each player takes **1 faceup card** from the **top of a discard pile**. The position of the wheel does not matter during phase B; you can take a card from any pile. You can take only the **top card** of a discard pile, and you cannot look through the discard piles.

Example: *You choose the top card of the purple discard pile. You must either buy or sell this card.*

As during phase A when drawing cards, choose to either buy or sell the card you took. You cannot choose to discard cards during phase B. *See pages 5-6 for details on buying and selling cards.*
Players take turns taking cards and buying or selling them until there are **no cards left** on the board.

After taking faceup cards, resolve the following 3 steps, as after phase A. *See pages 6-8 for details.* Then continue to **Feed Your People** and **Buy Silver and Gold Medals**.

Income *(as during phase A, see page 6)*

Take a Colony *(as during phase A, see pages 6 and 7)*

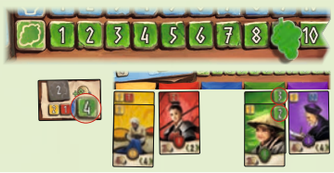
Carve a Statue *(as during phase A, see pages 7 and 8)*

Feed Your People

Each card you have increases your food requirement by 1. Count up all of your cards (not including your setup card) and compare the total to the value on your food track.

If the value of your food track is **equal to or greater than** your card total, your people are fed and nothing happens.

Example: *Your food track value (9) is greater than your total number of cards (6), so your people are fed.*



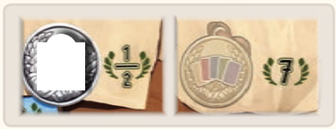
If the value of your food track is **lower than** your card total, you must choose and remove cards until the total is equal to the value of your food track. Place cards removed this way in the facedown pile next to the board, out of play.

Example: *Your food track value (6) is lower than your total number of cards (7), so you must choose and remove any 1 of your cards.*

When you remove a card, you must also **reduce your tracks** by all values shown on the card you remove. If you remove a card with an effect, you also immediately **lose that effect**. When removing cards, you **do not gain coins** as you would when selling cards. If you remove a card with a food value, you use the new, reduced food track value to determine the number of cards you must remove. Thus, it is **not beneficial** to remove cards with food values.

Example: *You remove a card with income and military values of 1 each. You must reduce your income and military track values by 1 each.*

Buy Silver or Gold Medals



There are 2 different types of medals. Silver medals are represented by placing bonus tiles, while gold medals are represented by gold medal tokens.

- **Silver medals:** Points for specific track values.
- **Gold medals:** Points for sets of all 5 colors.

During this step, players can buy medals. The reference sheet shows how many coins you must pay to buy a medal, based on the current epoch. You can buy up to a maximum of 2 silver and 2 gold medals during the game, and you can buy any number of each (up to the maximum) during each "Buy Silver or Gold Medals" step.

Silver medals:

When you buy a silver medal, place 1 of your unused bonus tiles (, , , or) onto an empty silver medal space on your player board. During final scoring, you score points equal to **half your value on the corresponding track** (rounded up).

Example: *You buy a silver medal and place a red bonus tile on the corresponding medal space. During final scoring, you score points for your military track value . If your military track value is 30 during final scoring, you score 15 points.*

Gold medals:

When you buy a gold medal, place one of your set-aside gold medals onto one of the empty gold medal spaces on your player board. During final scoring, you score **7 points per set of 5 differently-colored cards** you have. If you bought 2 gold medals, you score 14 points per set.

Example*: You buy a gold medal and place it on your player board. If, during final scoring, you have 3 sets of differently-colored cards, you score 21 points.*

A New Epoch

After epoch I, the game continues with epoch II, and ends after epoch III.

At the start of each successive epoch (after epoch I is concluded), take the corresponding set-aside epoch cards and divide them into decks by color. Then, place 2 cards of each color per player facedown on the corresponding inner spaces of the board, returning all other cards from that epoch to the box.

Epochs II and III are then played exactly the same as epoch I.

For the basic game, remove the epoch II and III purple cards with stars , as during epoch I.

After the end of epoch III, the game ends, and players resolve final scoring.

4-player game: *As done at the beginning of epoch I, place 8 cards of each color on the board.*

Game End and Final Scoring

The game ends after the end of epoch III, followed by final scoring. Add up each player's points, using the score pad to record totals. Players score points for the following:

- **Colonies**
  Score points equal to the values in the bottom-right of your colonies.

(2+5+8+11=) 26 points

- **Statues**
  Score points for your carved statues. If you have any bonus tiles with points (1) showing, score those points as well.

(4+8+14+(4×1)=) 30 points

- **Silver medals**
  Score points for your silver medals *(based on the bonus tiles on them, score half the corresponding track values).*

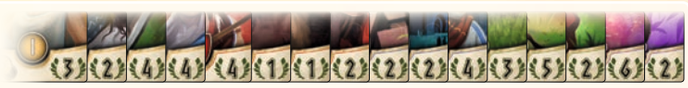
Military 27; (27/2=) 13.5: rounded up to 14 points

Income 18; (18/2=) 9 points

- **Gold medals**
  Score points for your gold medals *(7 points per set of 5 differently-colored cards per gold medal).*

3 Sets, 1 gold medal; (3×7x1=) 21 points

- **Cards**
  Score points equal to the values on each of your cards.



(3+2+4+4+4+1+1+2+2+2+4+3+5+2+6+2=) 47 points

- **Remaining coins**
  You can pay coins during final scoring to score 1 point for every 5 coins you pay.

You have 11 coins left. You score 2 points by paying 10 coins, keeping 1 leftover coin in case of a tie.

Sum up each player's points and record the totals along the bottom of the score pad. The player with the most points wins the game!

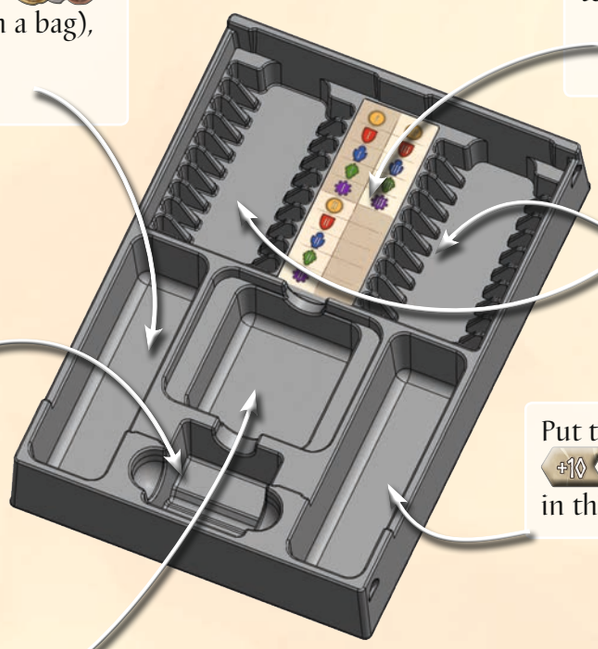
Ties

In the event of a tie, the tied player with the most leftover coins wins. If there is still a tie, the tied players share the victory.

Storing the Game

Put the coins (preferably in a bag), in this space.

Use the sorting strips to organize the cards.



Sort the epoch cards separately based on epoch and color. 5 card slots will be left empty.

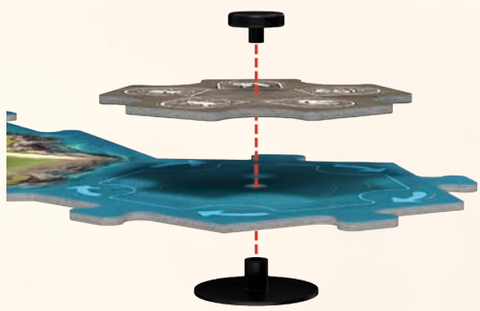
Place the colonies in this space with the tips down, sorted by value: 3 9 15 21 30.

Put the 10-value markers (preferably in a bag) in this space.

Pack 1 bag for each player with the following components: 4 wooden markers, 8 bonus tiles, and 2 gold medals.
Put these bags along with the setup cards in this space.
You can then place the score pad on top of the player components.

Place the player boards next to each other in the recesses as shown, then place the 5 segments of the game board on top.

Wheel Assembly



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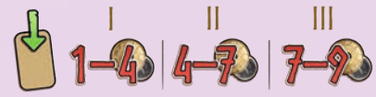
FANTASY FLIGHT SUPPLY™
4
PROTECTIVE CARD SLEEVES

Purple Card Effect Summary

When you buy a purple card with an effect, you immediately gain the shown effect. You can use that effect as long as you have that card.
(Cards with a ★ are advanced cards.)

Price range for cards *(by epoch):*



Epoch I: Basic Game

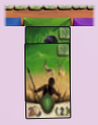
Whenever you **sell a card**, gain **1 additional coin**.

Immediately place 1 of your bonus tiles (, , ,) on this card, then immediately **increase the corresponding track by 2**. *If you remove this card, you must reduce the track value by 2, but you regain the bonus tile.*

Epoch I: Advanced Game

There is 1 purple card for each of the other 4 colors. For each of these cards, immediately **increase the corresponding track by 1 for each card you have of that color** ( ). Whenever you buy another card of the matching color, you **increase the corresponding track by 1**.

Example: *You buy this purple card. You have 2 green cards, so you immediately increase your food track by 2.*



Epoch II: Basic Game

For each statue you have carved, and whenever you carve a new statue, **increase the track matching the bonus tile** ( ) **by an additional 2**. *(Has no effect if you place a bonus tile showing points (1).)*

The costs of silver and gold medals during epoch II and III are **reduced to the amounts shown**.

Epoch II: Advanced Game

If, when feeding your people, you would have to remove cards, you can **instead pay 2 coins per card** you would have to remove, up to a maximum of 6 times each time you feed your people.

Example: *Your food track value is 9 and you have 11 cards. Instead of removing 2 cards, you pay 4 coins. You could instead pay 2 coins and remove 1 card.*

Epoch II: Advanced Game

When feeding your people, if your food track value is higher than your card total, you **gain coins equal to the difference times 3**, up to a maximum of 12 coins total per phase.

When you receive income, you **gain 2 coins for each other track** ( ) with a value greater than the value of your income track .

Whenever you take a colony, you **gain 4 additional coins**.

Epoch III: Basic Game

1 of your purchased silver medals is worth **points equal to the full value of the corresponding track**, instead of half.

During final scoring, **score 4 points per set of 5 differently-colored cards** in addition to any points from gold medals.

Epoch III: Advanced Game

This card counts as **1 card of any color for 1 set** for the purpose of gold medal scoring only.

During each "Take a Colony" and "Carve a Statue" step, you can **resolve the corresponding action twice**, if you fulfill the necessary requirements.

The requirements to take colonies or carve statues are **reduced by 4** for you.

If you do not fulfill the requirement to take a colony or carve a statue, you can **pay coins to reduce the requirement** by 1 for every 3 coins you spend. You can spend a maximum of 30 coins this way each phase.

Example: *Your military track value is 14, and you want to take a 15 colony. You pay 3 coins to reduce the requirement to 14 and take the colony.*